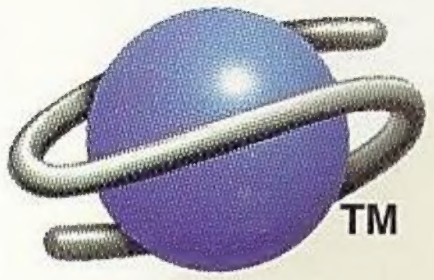


SEGA™

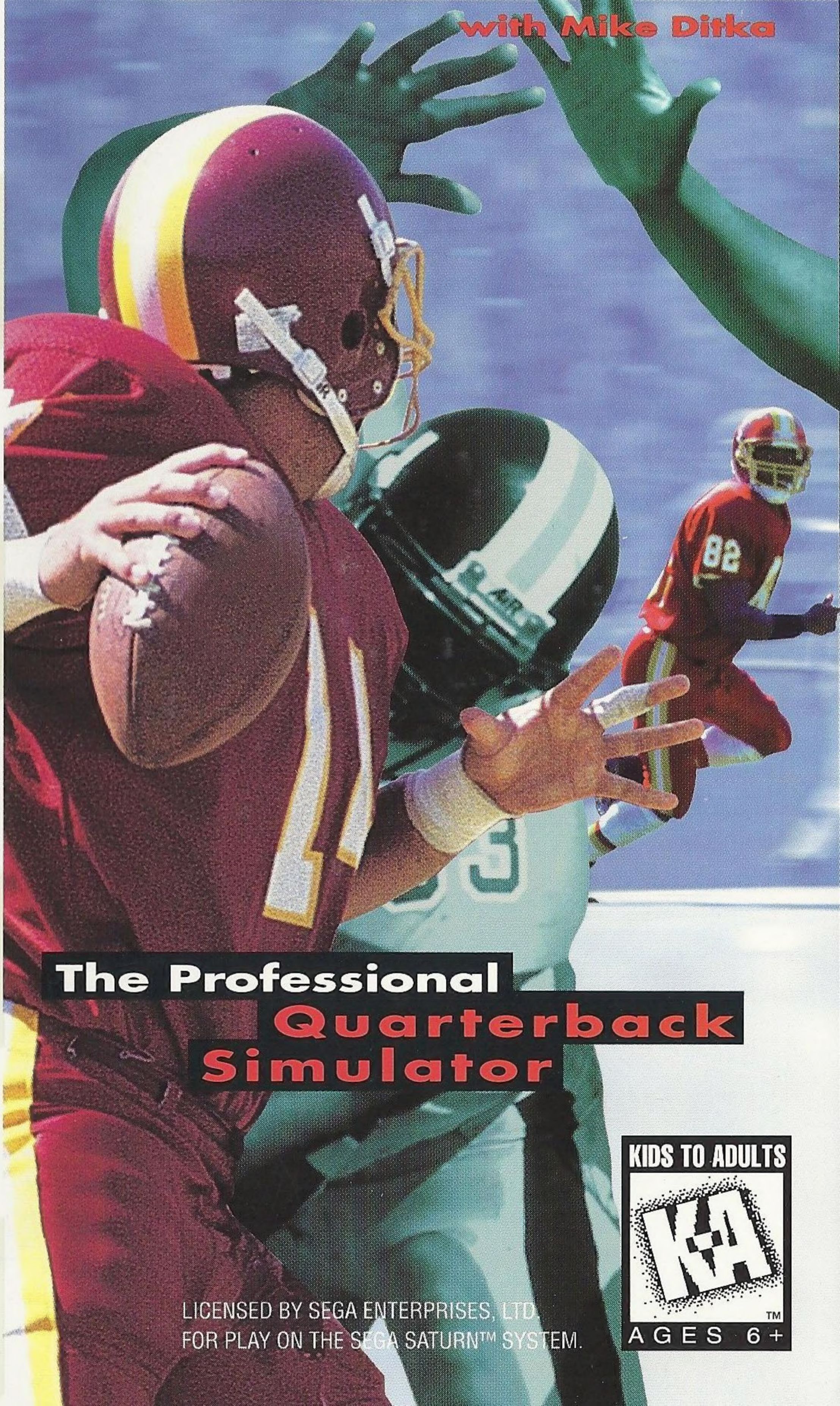
Digital Pictures



SEGA SATURN™

QUARTERBACK ATTACK™

with Mike Ditka



The Professional
**Quarterback
Simulator**

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS



AGES 6+

T-16213H

WARNING

READ BEFORE USING YOUR
SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

HANDLING YOUR SEGA SATURN DISC—INSTRUCTIONS

- The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, submerge it in liquids, smudge, or scratch its surface.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- KEEP YOUR SEGA SATURN DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

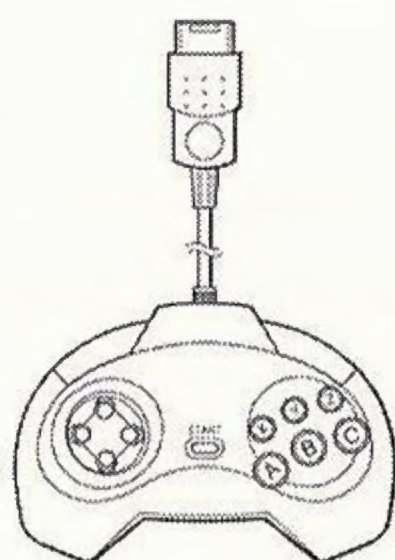
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SETTING UP



Sega Saturn Unit



Control Pad



Sega Saturn Unit, Control Pad, and CD

1. Set up your Sega Saturn system as described in the documents that came with the system. Make sure you have your control pad plugged into port 1 (the one on the left).
2. Turn on your TV or monitor, then turn on your Saturn. The Sega Saturn logo screen will appear.
3. Lift the CD lid. Place the Quarterback Attack compact disc into the tray, label side up. Lower the lid.
4. If the Sega Saturn logo is still on the screen, press Start to begin the game. If the Control Panel is on the screen, move the cursor to the CD-ROM button and press button A, C, or Start to begin.

WELCOME

Welcome to *Quarterback Attack*, the professional quarterback simulator that puts you in the helmet of a real quarterback. You've got to think on your feet, call the plays, read the defense and, of course, execute. Your actions and decisions on the field will decide your team's fate. You'll be running the offense—that's your job. We've also brought in the toughest coach around, Iron Mike Ditka. He'll let you know when you're screwing up. But do your job and you'll get the credit you deserve.

So get set for a real quarterback experience.

It's about vision, timing, skill, and a little bit of luck.

This is as real as it gets.

PLAYING THE GAME

Controls



➤ *Controller Screen*

(A) BUTTON

- Press to activate cursor when in menu screens.
- Press to call audible A before the snap.
- Press to view fullback route after the snap.

(B) BUTTON

- Press to call audible B before the snap.
- Press to return to pocket view from any passing view after the snap.

(C) BUTTON

- Press to call audible C before the snap.
- Press to view halfback route after the snap.

(X) BUTTON

- Press to call audible X before the snap.
- Press to view left (X) wide receiver route after the snap.

(Y) BUTTON

- Press to call audible Y before the snap.
- Press to view tight end (Y) receiver route after the snap.

(Z) BUTTON

- Press to call audible Z before the snap.
- Press to view right (Z) wide receiver route after the snap.



R BUTTON

- Press to snap the ball.
- Press to throw a pass when in passing view.
- Press to scramble when in pocket view.
- Press to skip non-gameplay segments.

L BUTTON

- Same functions as R Button.

START BUTTON

- Press at any time to pause the game.
- Press to resume play when in pause mode.

DIRECTIONAL PAD (D-PAD)

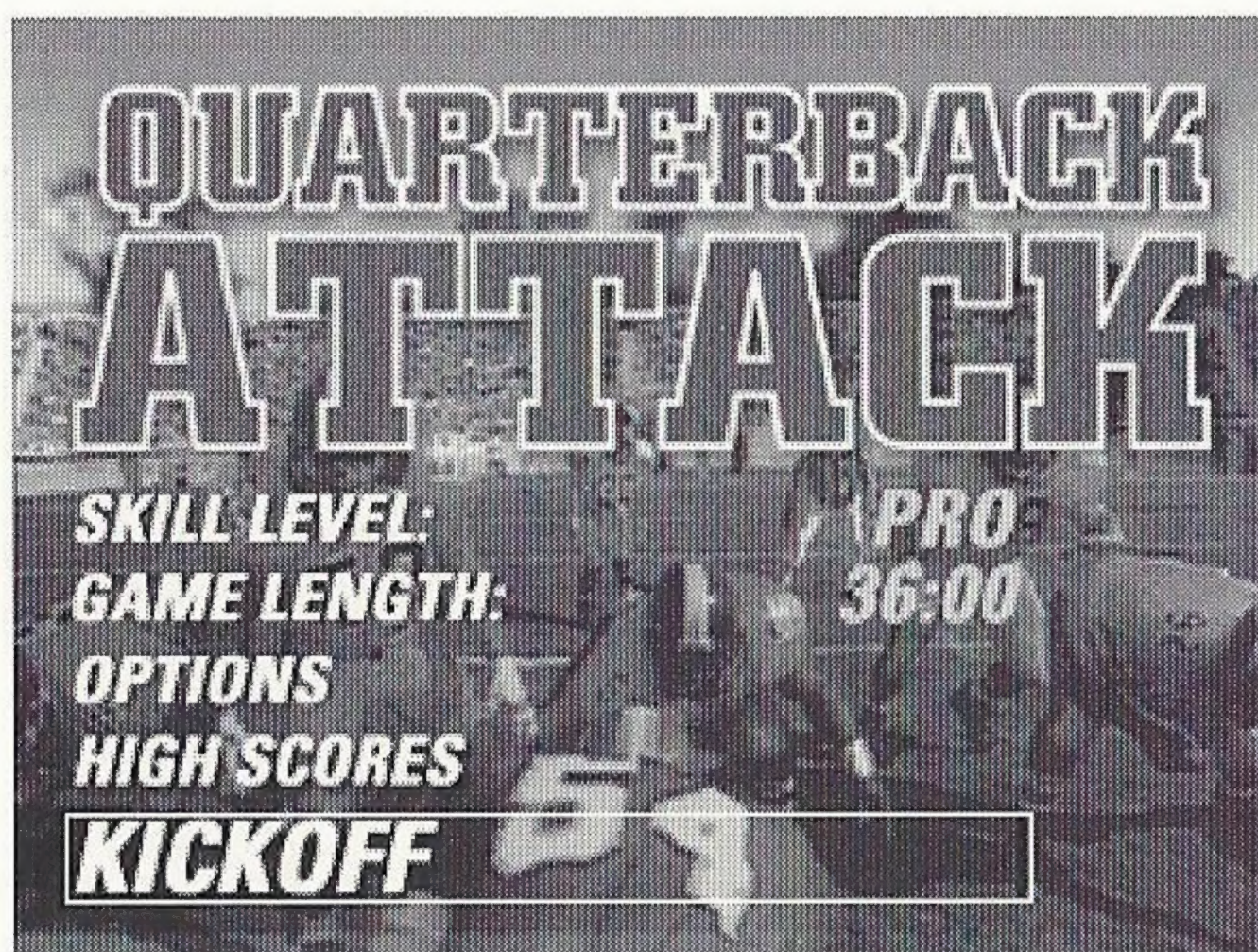
- Press up, down, left or right to highlight an item in menu or options screens.
- Press left or right to dodge defenders in pocket view or passing view.
- Press up, down, left or right to target cursor in passing view.
- Press left or right to dodge defenders while scrambling. Press down to slide while scrambling.

A + B + C + START

- Press A + B + C + Start simultaneously to **RESTART** the game.
- Press A + B + C + Start twice to view the Sega Saturn on-screen **CONTROL PANEL**.

MENUS

Start Screen



➤ *Start Screen*

SKILL LEVEL

To set the skill level of a game, highlight **SKILL LEVEL** and toggle through the levels by pressing the **D-pad** left or right. You will not be able to change the skill level once you start a game.

GAME LENGTH

To choose a different length of your game, highlight **GAME LENGTH** and toggle to the time you want by pressing the **D-pad** left or right.

OPTIONS

To go to the **OPTIONS SCREEN**, use the **D-pad** to highlight the **OPTIONS** item and press **START**. (See **OPTIONS SCREEN** below.)

HIGH SCORES

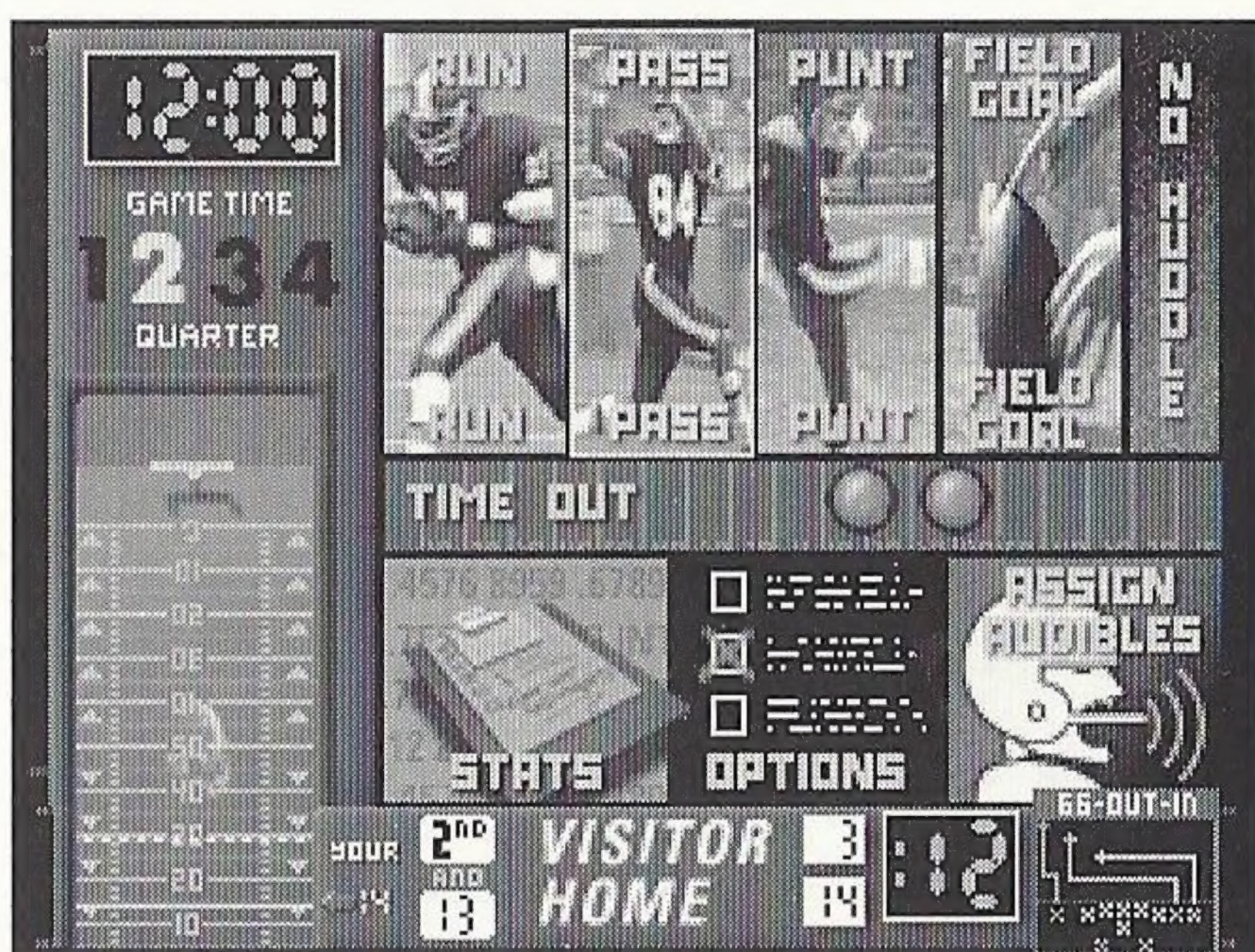
To see the high scores, highlight the **HIGH SCORES** item and press **START**.

KICKOFF

To start a new game, highlight **KICKOFF** and press **START**.

Play Selection Screen

You return to the PLAY SELECTION SCREEN after each play. From it, you will go to the play calling screens and perform all the preliminary choices for each play.



➤ *Play Selection Screen*

RUN

Highlight this item and press the **A button** to select a running play. (See **RUN PLAY SELECTION SCREEN** below.)

PASS

Highlight this item and press the **A button** to select a pass play. (See **PASS PLAY SELECTION SCREEN** below.)

PUNT

Highlight this item and press the **A button** to call a punt.

FIELD GOAL

Highlight this item and press the **A button** to kick a field goal.

NO HUDDLE

Highlight this option and press the **A button** to run a hurry-up offense. Use this option when time is winding down and you need to get plays off in a hurry. Your play choice will default to the last play called. But you can always call an audible at the line of scrimmage.



TIMEOUT

Highlight **TIMEOUT** and press the **A button** to call a timeout. This stops both the game clock and the play clock. You may now perform any of the functions in the **PLAY SELECTION SCREEN** or other sub-screens without losing any time on the clock. When you start a new play, the clock will resume.

Note: To call a timeout when you are not in the **PLAY SELECTION SCREEN**, press **START** to pause the game. While in pause mode, if you have timeouts available, you will be given the option to call a timeout. (You cannot, however, call a timeout in the middle of a play.) Press the **A button** to call a timeout. This will take you to the **PLAY SELECTION SCREEN**. The clock resumes again after you start a play.

STATS

Highlight **STATS** and press the **A button** to view current game statistics.

OPTIONS

Highlight **OPTIONS** and press the **A button** to go to the **OPTIONS SCREEN**. (See **OPTIONS SCREEN** below.)

ASSIGN AUDIBLES

Highlight this item and press the **A button** to go to the **ASSIGN AUDIBLES SCREEN**. (See below.)

GAME CLOCK

This clock shows the time left in the current quarter.

QUARTER

This indicator shows the current quarter of the game.

FIELD DIAGRAM

This graphic shows the current position of the ball and yards needed for a first down.

DOWN

This item shows the current down.



YARDS TO GO

This item shows the yards needed for a first down.

FIELD POSITION

This item shows current field position.

SCORE

The scoreboard shows the current score of the game for home (you) and visitor (computer).

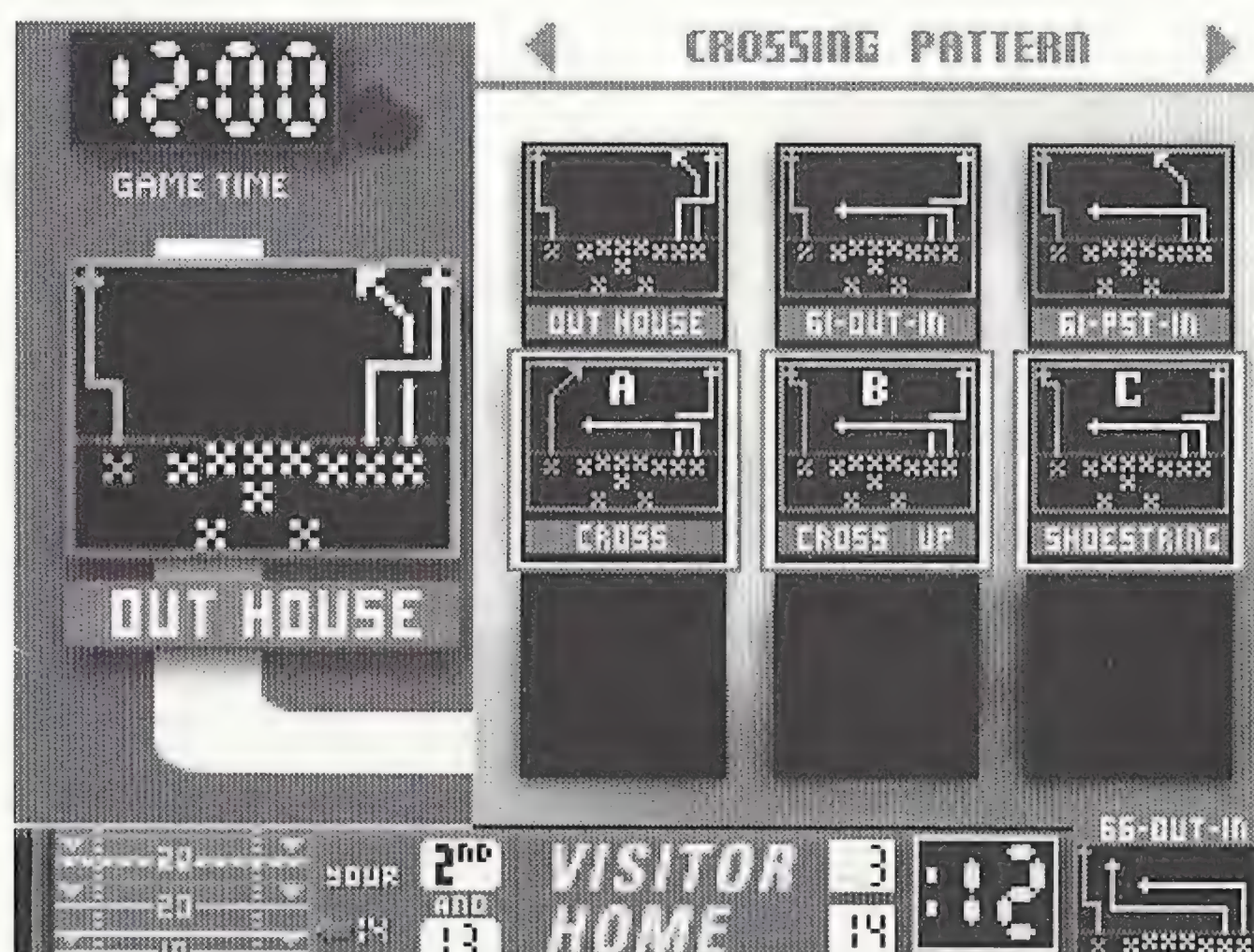
PLAY CLOCK

This clock indicates amount of time before ball must be snapped to avoid a delay of game penalty.

PLAY DIAGRAM

This graphic shows the current play.

Pass Play Selection Screen



➤ *Pass Play Selection Screen*

RECEIVERS

Highlight this item and press the **A button** to enter the Route Selection Menu for receivers. Scroll left or right using the **D-pad** to choose the type of pattern you want, then up and down to get the particular pattern. Use the **A, B or C button** to select the pattern.

BACKFIELD

Highlight this item and press the **A button** to enter the Route Selection Menu for running backs. Scroll up and down with the **D-pad** and use the **A, B or C button** to choose your pattern for that play. Note: If a running back is not sent on a pattern, he stays in to block giving you more time to throw the ball.

SNAP COUNT

Highlight this item and press the **A button** to set the snap count before each play. This will be the number of times you must press the snap button (**L or R button**) before the center snaps the ball. The snap count defaults to the last count set. The preset default is one.

GO

Highlight this item and press the **A button** when you are satisfied with your play choice and want to begin play. Once you press **GO**, you will not be able to change your play choice except by using an audible.

CANCEL

Highlight this item and press the **A button** to return to the **PLAY SELECTION SCREEN** without changing your play.

Run Play Selection Screen



➤ *Run Play Selection Screen*

BACKFIELD

Highlight this item and press the **A button** to enter the Run Play Selection menu. Scroll up or down with the **D-pad** and use the **A**, **B** or **C button** to select your play.

SNAP COUNT

Highlight this item and press the **A button** to set the snap count before each play. This will be the number of times you must press the snap button (**L** or **R button**) before the center snaps the ball. The snap count defaults to the last count set. The preset default is one.

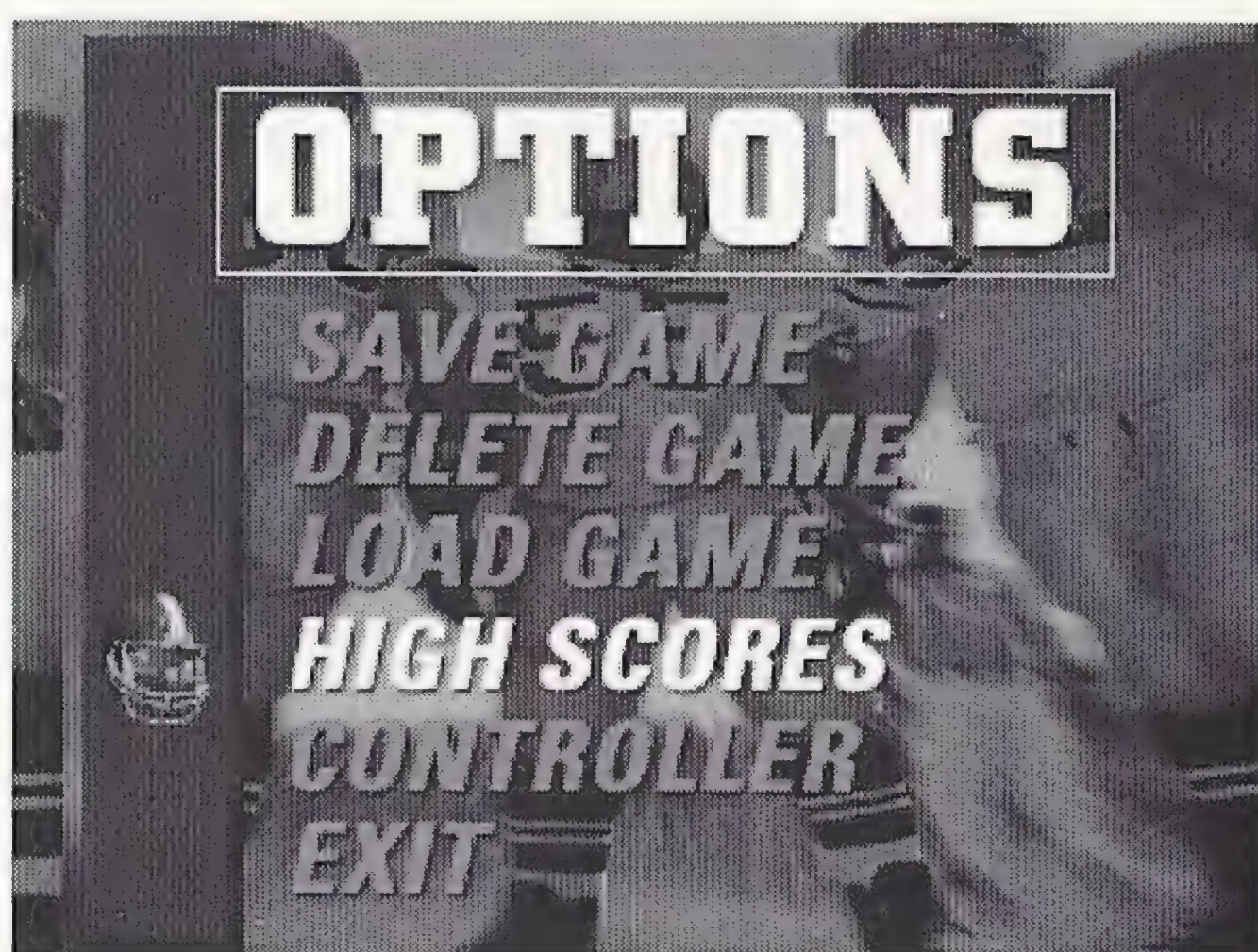
GO

Highlight this item and press the **A button** when you are satisfied with your play choice and want to begin play. Once you press **GO**, you will not be able to change your play choice except by using an audible.

CANCEL

Highlight this option and press the **A button** to return to the **PLAY SELECTION SCREEN** without changing your play.

Options Screen



➤ *Options Screen*

SAVE GAME

To save your game highlight **SAVE GAME** and press the **A button**. (See **SAVE GAME SCREEN** below.)

DELETE GAME

Highlight this item and press the **A button** to delete a previously saved game. (See **DELETE GAME SCREEN** below.)

LOAD GAME

Highlight this item and press the **A button** to load a previously saved game. (See **LOAD GAME SCREEN** below.)

HIGH SCORES

Highlight this item and press the **A button** to view the high scores.

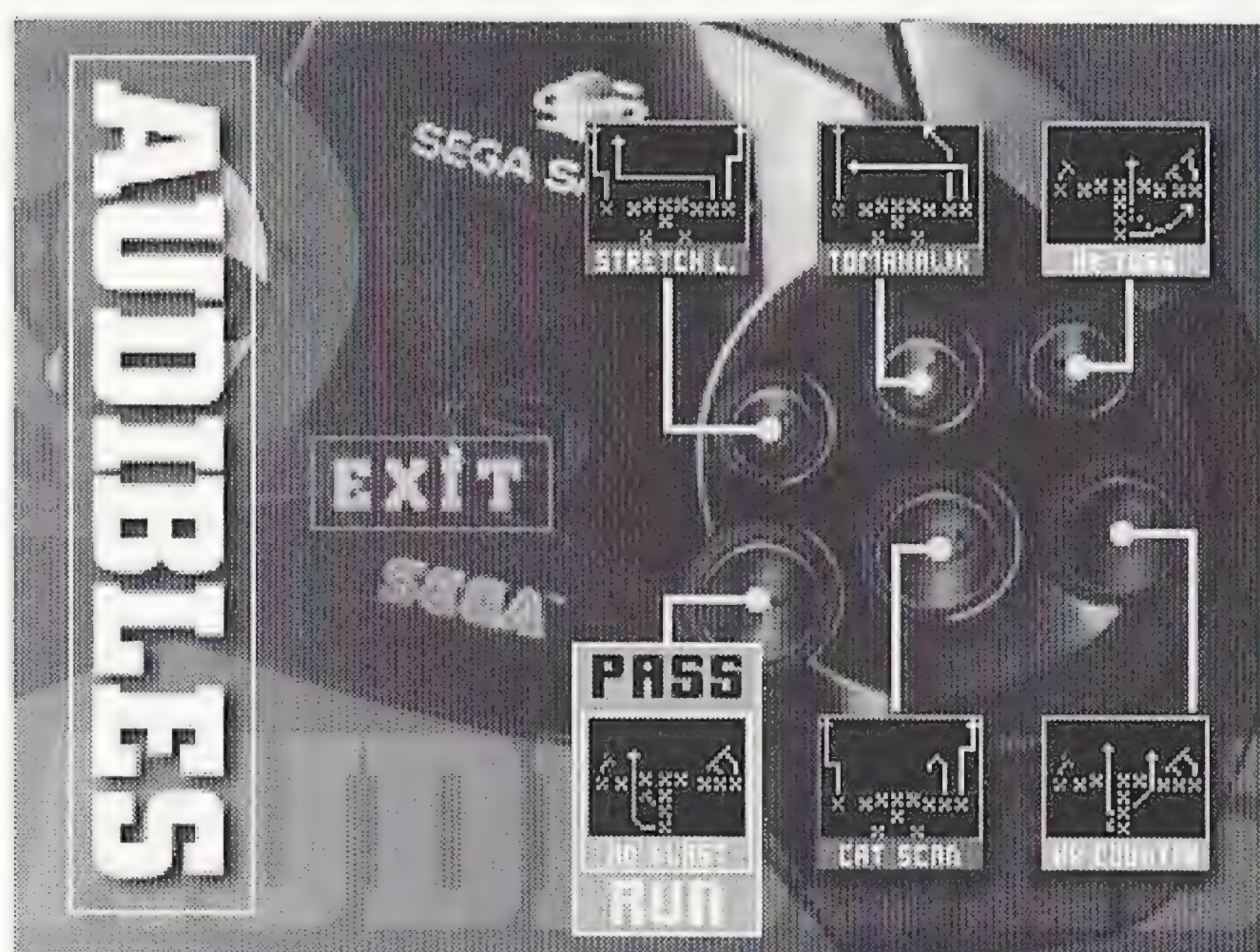
CONTROLLER

Highlight this item and press the **A button** for a quick summary of the controller functions.

EXIT

Highlight **EXIT** and press the **A** button to return to the previous screen (**PLAY SELECTION SCREEN** or **START SCREEN**).

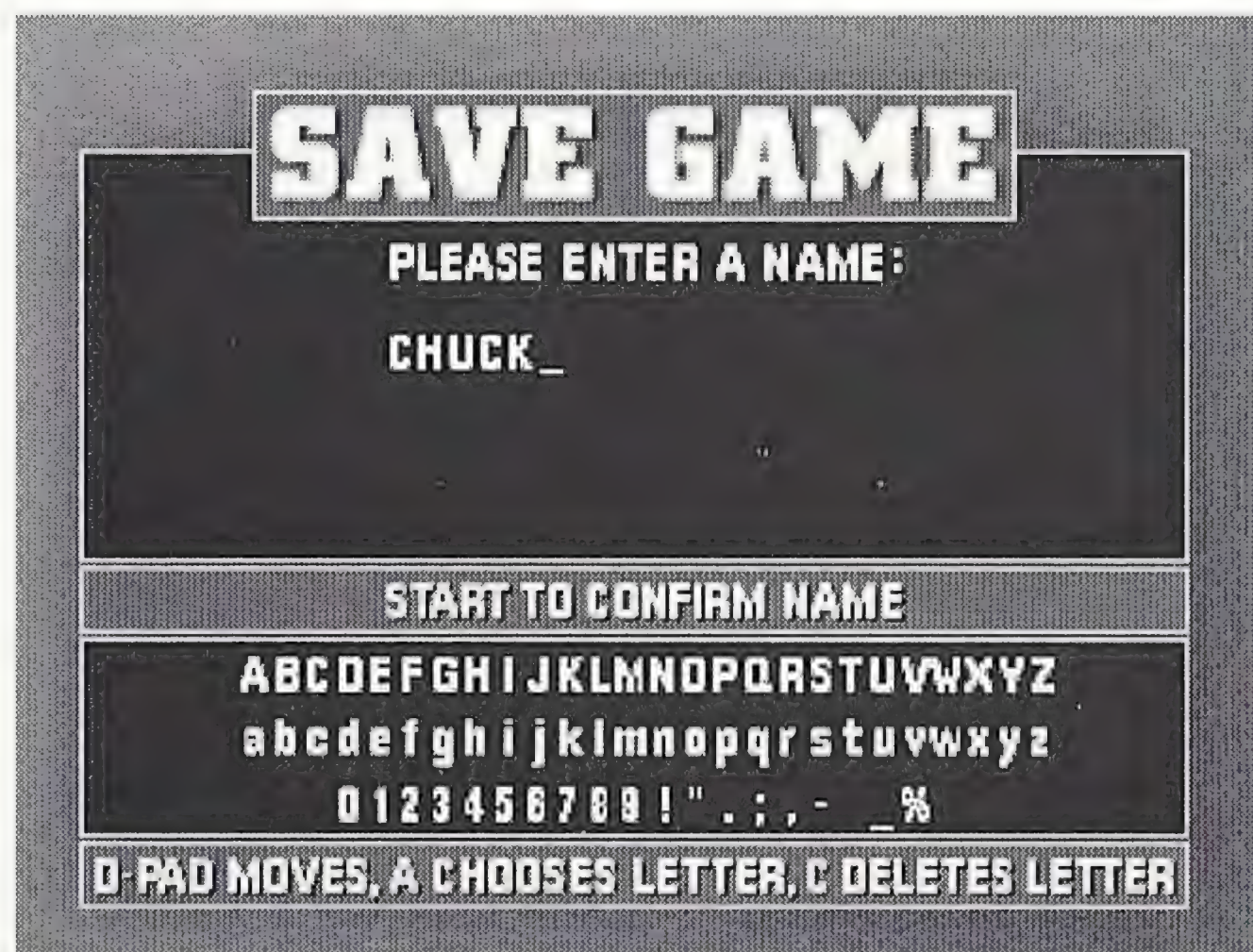
Assign Audibles Screen



➤ *Assign Audibles Screen*

Use the **D-pad** to select the audible you would like to edit. Choose a pass play by pressing the **L button** or a run play by pressing the **R button**. If you'd like to keep the type of play already assigned (pass or run), then simply press **START** to edit. Once in the **PASS PLAY SELECTION SCREEN** or **RUN PLAY SELECTION SCREEN**, choose a play as you would during a game (using the **D-pad** and the **A button**). Highlight the **GO** button and press the **A button** to add the selected play to your audibles. When you are done assigning audibles, highlight **EXIT** and press the **A button** to return to the **PLAY SELECTION SCREEN**.

Save Game Screen



➤ Save Game Screen

Choose a letter using the D-pad and select that letter using the A button. Use the C button to delete a letter. Press the START button to save the game. Cancel by pressing the Y button. To delete a game, use the Z button. This will take you to the DELETE GAME SCREEN.

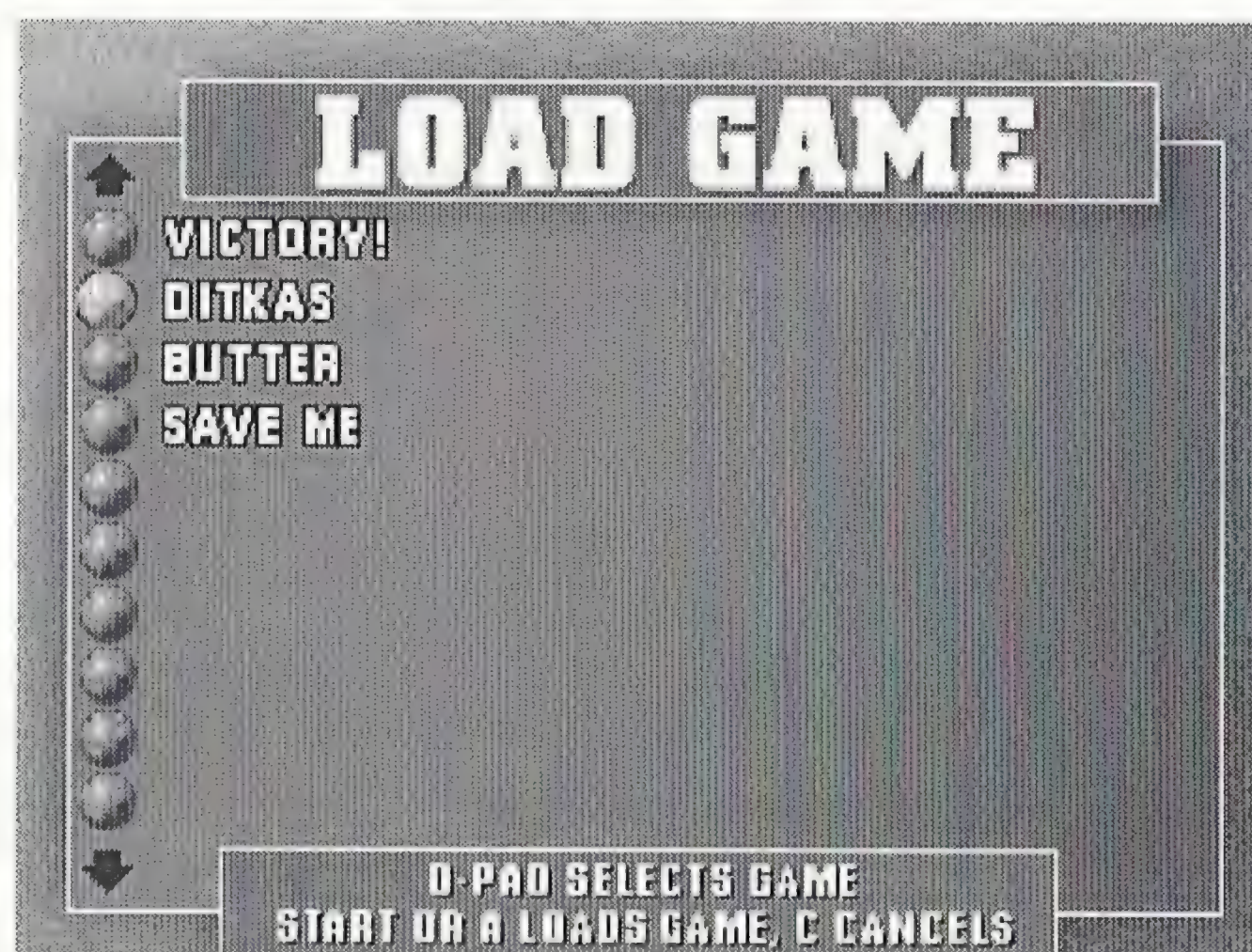
Delete Game Screen



➤ Delete Game Screen

In the DELETE GAME SCREEN use the D-Pad to highlight the game you wish to delete. Then press START or the A button to delete that game. Press the C button to cancel.

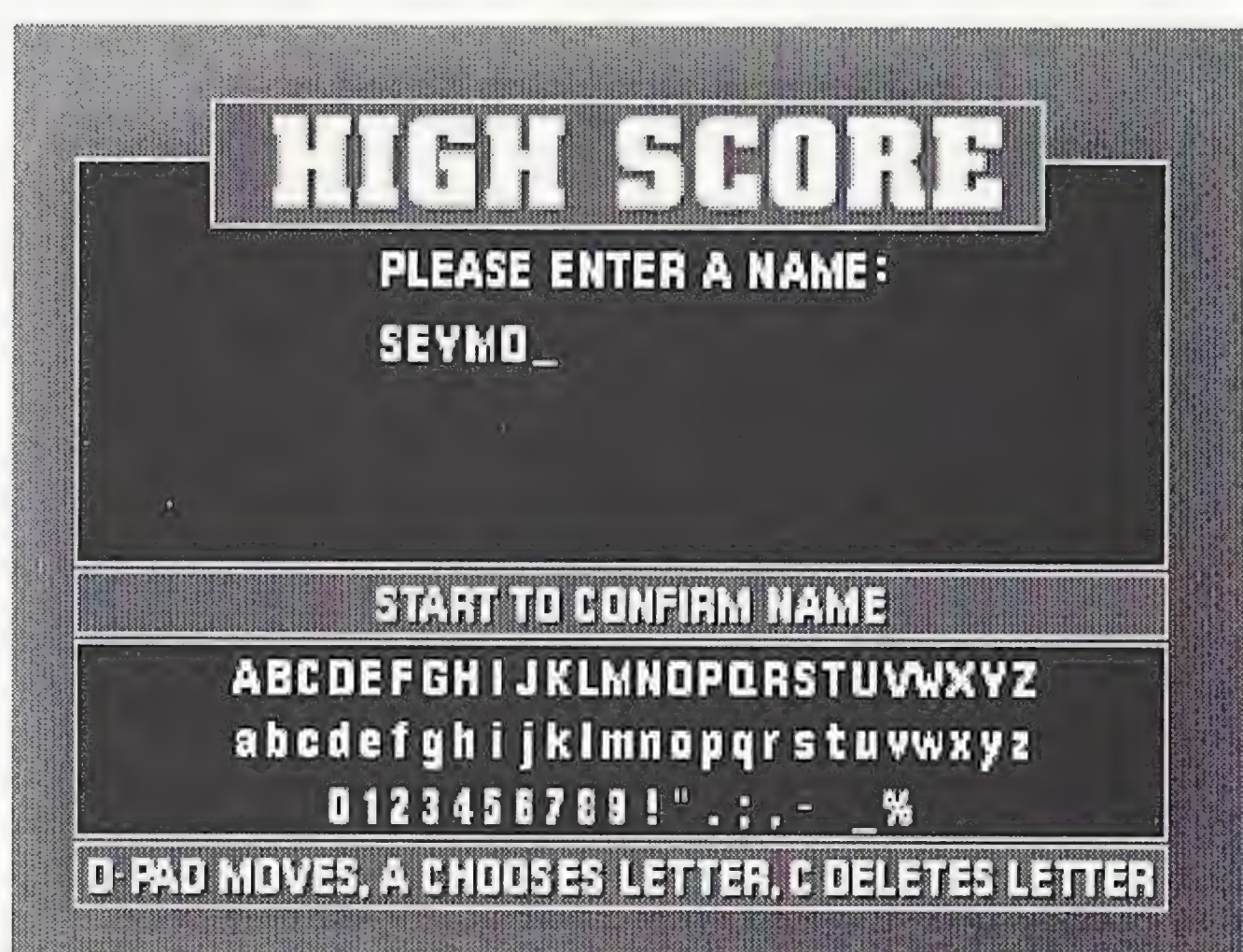
Load Game Screen



➤ *Load Game Screen*

Use the D-Pad to highlight the game you wish to load. Then press **START** or the **A** button to load that game. Press the **C** button to cancel.

High Score Entry Screen



➤ *High Score Entry Screen*

When you are eligible for a high score, the **HIGH SCORE ENTRY SCREEN** will appear at the end of a game. Use the D-pad to highlight a letter and the **A** button to select it. Use the **C** button to delete a letter. Pressing **START** will enter your high score.

PLAY SEQUENCE

The play clock starts ticking at the beginning of the game and at the end of every play. You've got a limited amount of time to call your play, get to the line of scrimmage, and snap the ball. If you don't snap the ball before the play clock ticks down, you'll get a delay of game penalty.

After you've chosen your play and set the snap count, you end your huddle and take your team up to the line of scrimmage. At the line of scrimmage you have a chance to read the defense. Based on your interpretation of the defense, you may want to call an audible to increase your chances of a successful play. If you choose to call an audible, use the A, B, C, X, Y or Z button to call an audible that you have set in the ASSIGN AUDIBLES SCREEN. (See STRATEGY section below for more on reading the defense and calling audibles.)

When you're ready to hike the ball, press the snap button (L or R button) the number of times corresponding to the snap count. The center will snap you the ball, and play will begin.



► *Pocket View Screen*

Once the ball is snapped, if you have called a pass play, you fade back into the pocket. The pocket view gives you the best view of oncoming rushers, and it also shows you scramble opportunities. However, you can't throw a pass from the pocket view. It's up to you to look downfield at your receivers and find the open man.

Press the appropriate button for the receiver you want to look at. (Buttons: A-fullback, C-halfback, X-left receiver, Y-tight end and Z-right receiver.) This changes your view to a downfield look at that receiver. Remember that the B button

will always take you back to the pocket view no matter which receiver you are looking at.

You can also refer to the play diagram for a reminder of the receivers' routes.

Once you are looking at a receiver, you need to target and throw your pass. On the lowest levels, passing is simply a matter of timing and the computer does the targeting. On these levels, simply press the L or R button when a receiver is open to throw a pass. On more difficult levels, you'll need to position the cursor with the D-pad to correctly lead the receiver as he's running his route, then throw the pass with the L or R button.



➤ *Passing View Screen*

As big as your offensive line is, they still let guys slip through occasionally. So you've always got to be ready to dodge oncoming rushers. In the pocket view, you'll see a human giant coming at you. Get out of his way by dodging to the opposite side by pressing the D-pad left or right. When you're looking downfield at your receivers, things get a little trickier. You'll probably only see a padded arm or helmet out of your peripheral vision. You've got to figure out what side the pressure is coming from and dodge with the D-pad in the appropriate direction.



➤ *Scrambling Screen*

If you find yourself stuck with no open receivers, you have two choices: throw the ball away by targeting the cursor far above everyone's head or look for a scramble opening in the pocket view.

You can return to the pocket view at any time by pressing the B button. In the pocket, look for a scramble opening between the linemen and use the L or R button to attempt a scramble. On all skill levels except Junior, if you try to scramble when there is no opening, you may be sacked. So make sure there's enough space.

Once you break through the line on a scramble, you'll need to dodge as many defenders as possible. Use the D-pad left and right to avoid defenders. Press the D-pad down to slide before being tackled by a defender. The scramble can be a good offensive weapon when used wisely. But remember, a quarterback can only take so many hits.

When a play ends, you return to the PLAY SELECTION SCREEN, and the play clock starts ticking again.

STRATEGY

Pass Strategy

You have a limited amount of time in the pocket, so you need to use it wisely. Just like a real quarterback, you've got to know where to look and when. This means knowing exactly where your receivers will be at any given moment.

But which receiver should you look to? And when?

The trick is to give yourself the best chance of finding an open receiver at any given time.

For example, if you send one wide receiver on a short out and the other on a bomb, you should look to the receiver on the shorter route first. If you look at your deep receiver first, he may be only beginning his pattern, whereas the short receiver may have already passed through his open zone by the time you look at him.

Remember to vary your plays. Throw to different receivers. Run different patterns. Use the whole field. Whenever the defense starts to see a pattern, they begin to anticipate it and are able to stop the play more effectively.



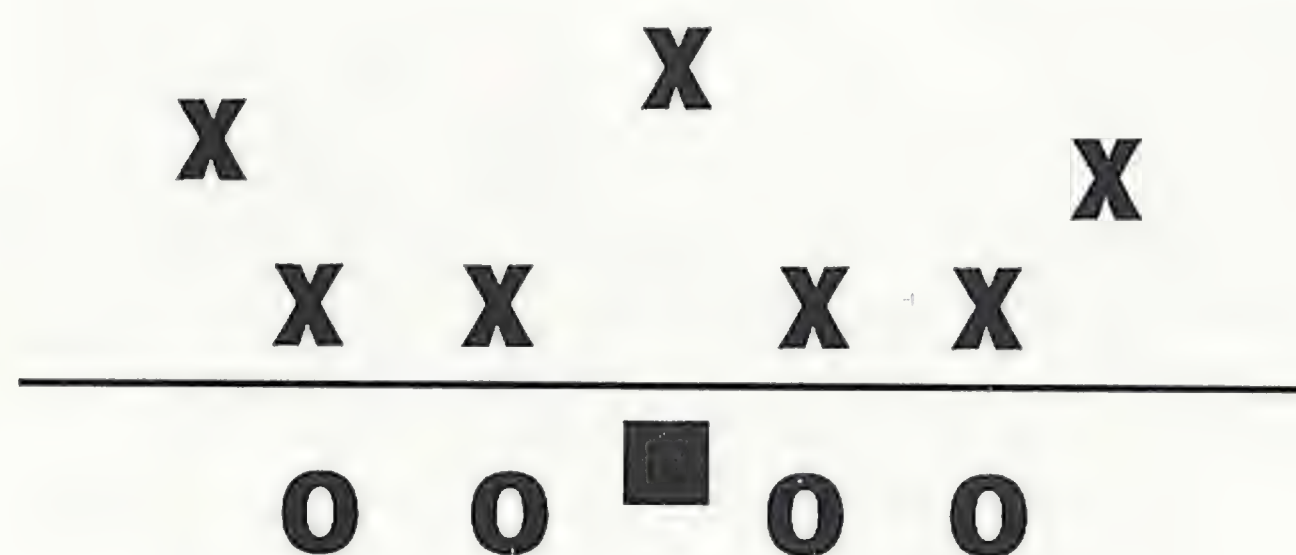
➤ *Look Over Defense Screen*

As you get more advanced at the game, you should begin to read defenses at the line of scrimmage. The behavior of the defense during the snap count will tell you a lot about what kind of defense they're playing. Once you know this, you can audible to give yourself an improved chance of finding the open man against that particular defense.

Defensive Formations

There are three main starting formations for the defense, all of which have their strengths and weaknesses.

4-3 DEFENSE

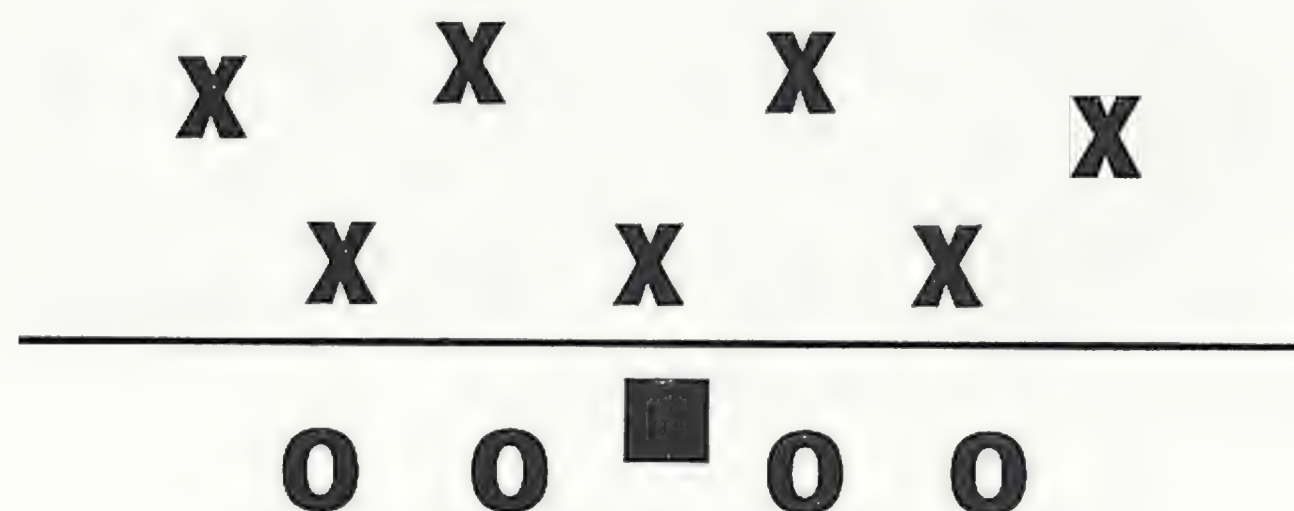


4-3 FORMATION

► 4-3 Formation Diagram

The 4-3 defense utilizes four linemen and three linebackers. This is the basic, general purpose defense. It's tough on the run and can generate a good pass rush. When the defense blitzes out of this formation, it always results in man-to-man coverage.

3-4 DEFENSE



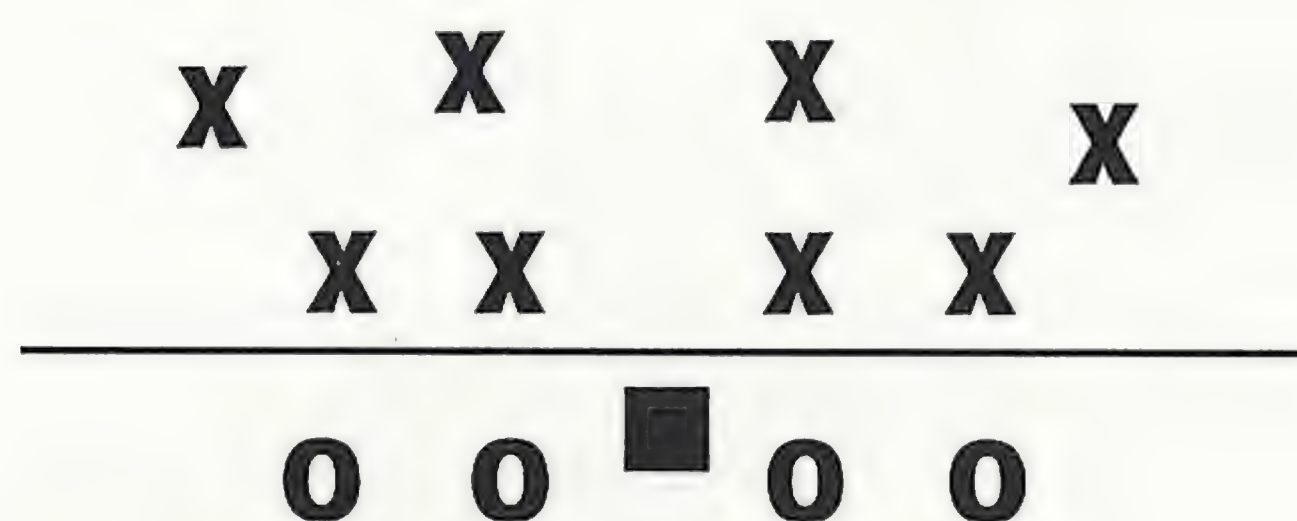
3-4 FORMATION

► 3-4 Formation Diagram

The 3-4 defense uses three linemen and four linebackers.

This formation is a more passive defense—not very good at stopping short gains, but very tough against the long gains. There are only three rushers, so the pressure on the quarterback is not that heavy. However, the eight defensive backs make completing passes very tough. If the defense blitzes out of this formation, it can fall into either a zone or man-to-man. You'll see this defense a lot when your opponent is ahead or in long yardage situations.

4-6 DEFENSE



4-6 FORMATION

► 4-6 Formation Diagram

The 4-6 defense uses four linemen and three linebackers. The strong safety lines up close to the line of scrimmage, so the quarterback sees six members of the defensive backfield very close to him. Only the free safety is deep in this formation. The 4-6 is a risky defense: it often leads to big defensive plays, but it is also susceptible to big offensive gains. It is a tough defense against the rush, but if a back can break through the line of scrimmage, it could be a huge gain. The Monster Blitz, where the defense sends six rushers after the quarterback, comes out of this formation.



Pass Coverages

From its original formation, the defense can fall into a zone or man-to-man defense once the ball is snapped. Study the different formations and the pass coverages that come out of them. Each coverage has strengths and weaknesses. Some patterns will work against a given defense, while others will not. Here are the terms used to describe the different coverages.

ZONE COVERAGE

Each defender plays a particular area on the field. Certain formations go into specific zone defenses.

MAN-TO-MAN COVERAGE

Each defender plays a man and follows him wherever he goes. If the defense chooses man-to-man, the cornerbacks will stick to the receivers and the strong safety will stick to the tight end. The linebackers will cover the running backs if they go out for a pass. The free safety roams the field, guarding against big plays.

DOUBLE COVERAGE

In a man-to-man defense, two defenders cover one receiver. If the defense rushes four or fewer men, it can double team one or more of the receivers. Don't throw into double coverage. The odds are against a completion.

COVER 1

In a Cover 1 defense, the free safety lines up deep in the middle of the field, and the strong safety lines up off center over the tight end. Man-to-man defense is more likely out of a Cover 1.

COVER 2

In a Cover 2 defense, the free safety and strong safety both line up deep and split apart.

3-DEEP ZONE

A type of zone defense where the safety plays the deep middle. Cornerbacks play the deep outside. Tough on long passes.

2-DEEP ZONE

Free and strong safety play the deep zone. More vulnerable to the deep pass, especially the post pattern.

4-SHORT ZONE

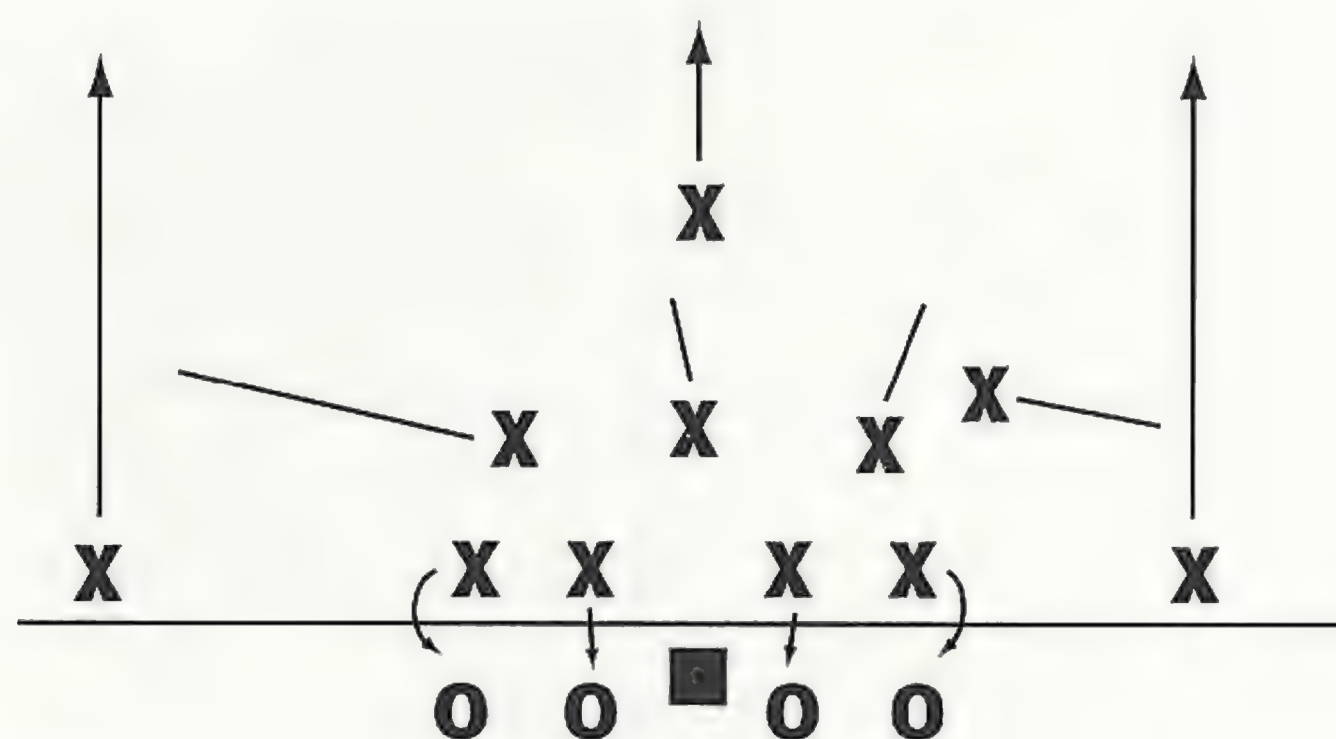
Four defenders play in the short zone. Vulnerable to the short pass, especially the out pattern.

5-SHORT ZONE

Five defenders play in the short zone. Difficult to complete the short pass. On a short crossing pattern, your receiver may get his head knocked off in this packed zone.

FORMATIONS AND COVERAGES

4-3 COVER 1

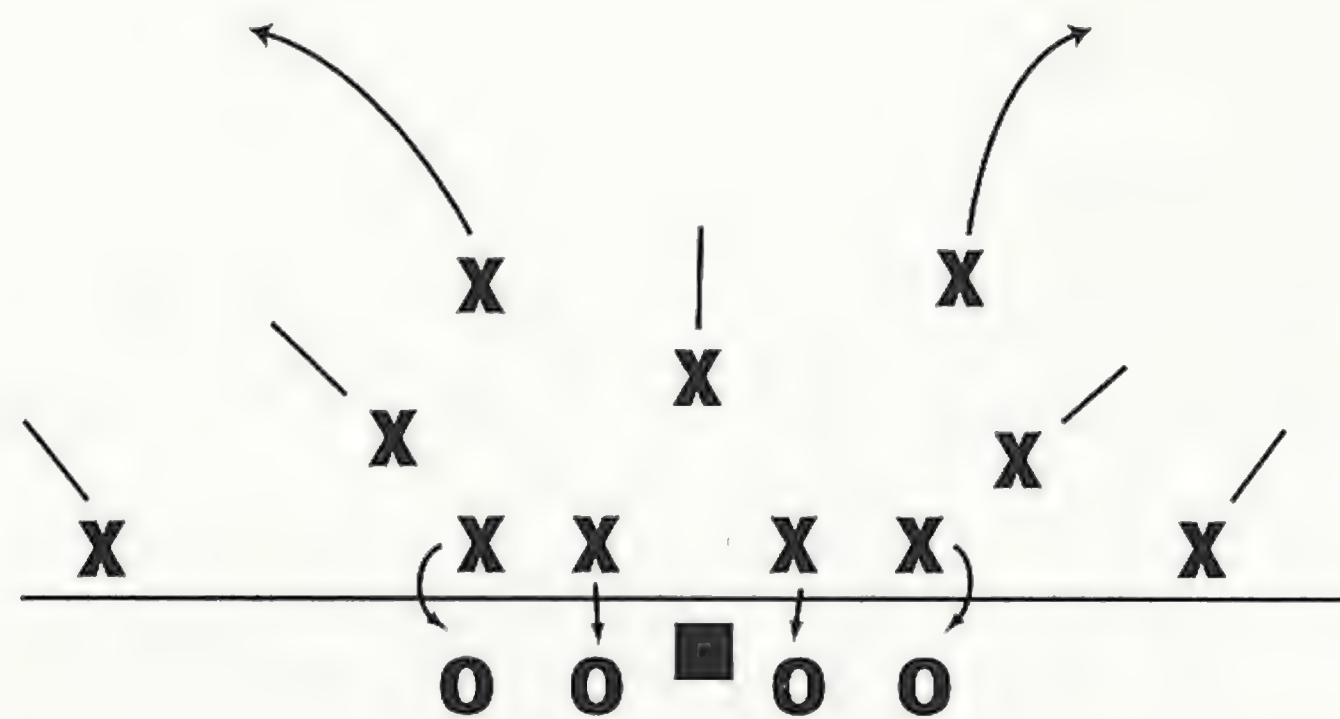


4-3 COVER 1

► 4-3 Cover 1

If this defense plays zone, it will be a 3-deep, 4-short zone. If it plays man-to-man and nobody blitzes, one receiver can be double covered. Vulnerable to the short pass but tough on the long ball.

4-3 COVER 2

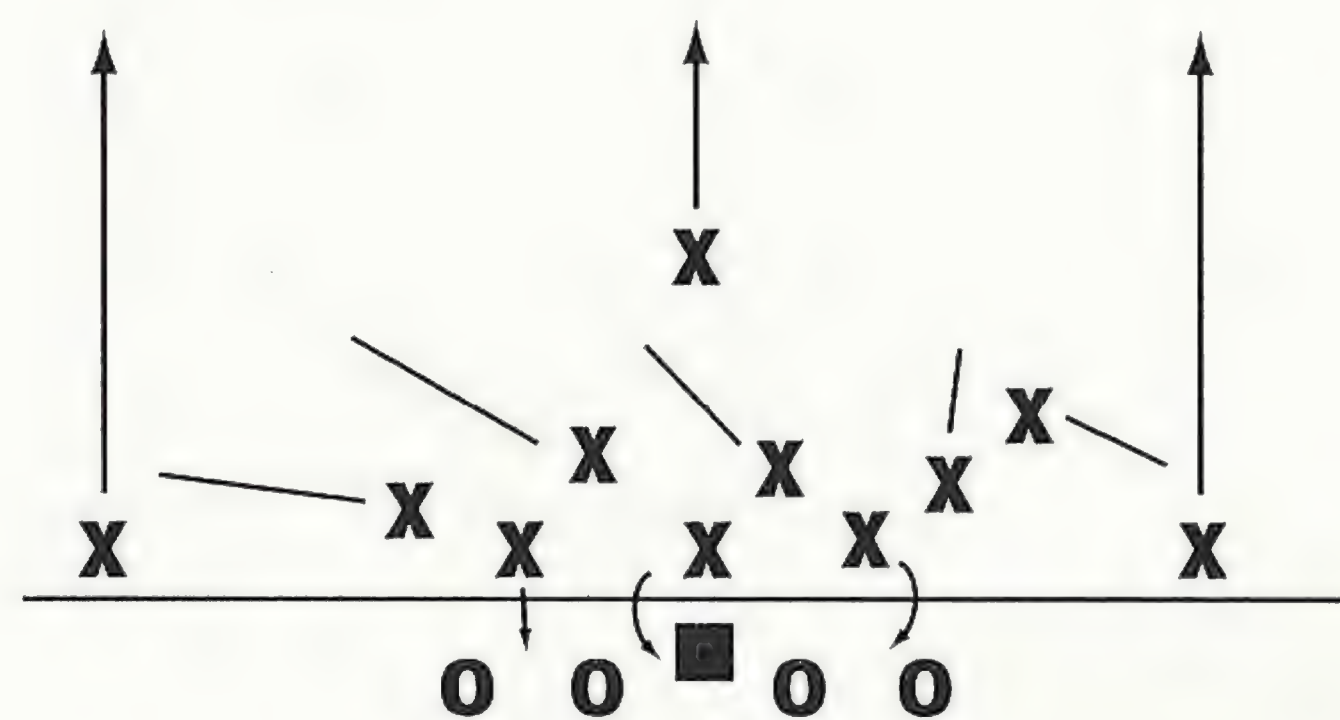


4-3 COVER 2

► 4-3 Cover 2

If this defense plays zone, it will be a 2-deep, 5-short zone. In a man-to-man defense, one receiver may be double covered if there is no blitz.

3-4 COVER 1

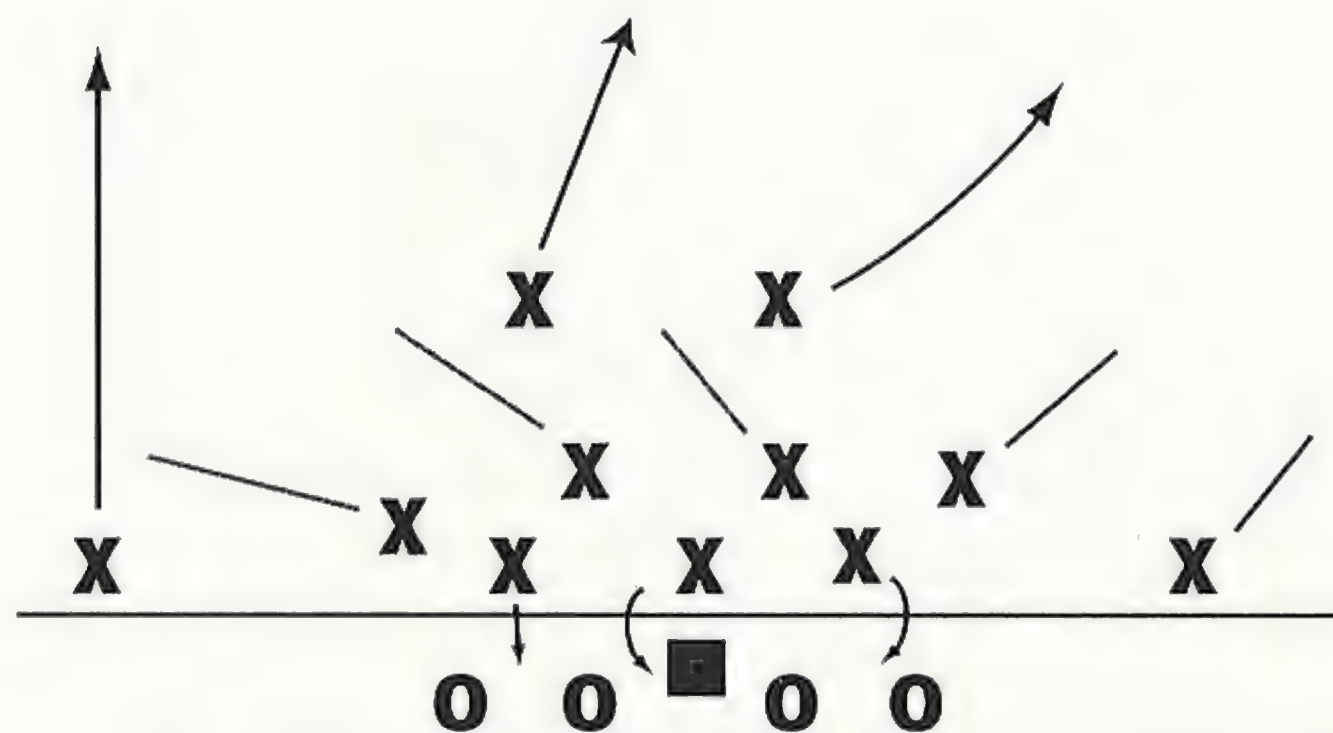


3-4 COVER 1

► 3-4 Cover 1

From this defense, you'll see a 3-deep zone with a 4- or 5-short depending on whether or not a blitz occurs. This formation can double one or two receivers (depending on the rush) in a man-to-man.

3-4 COVER 2



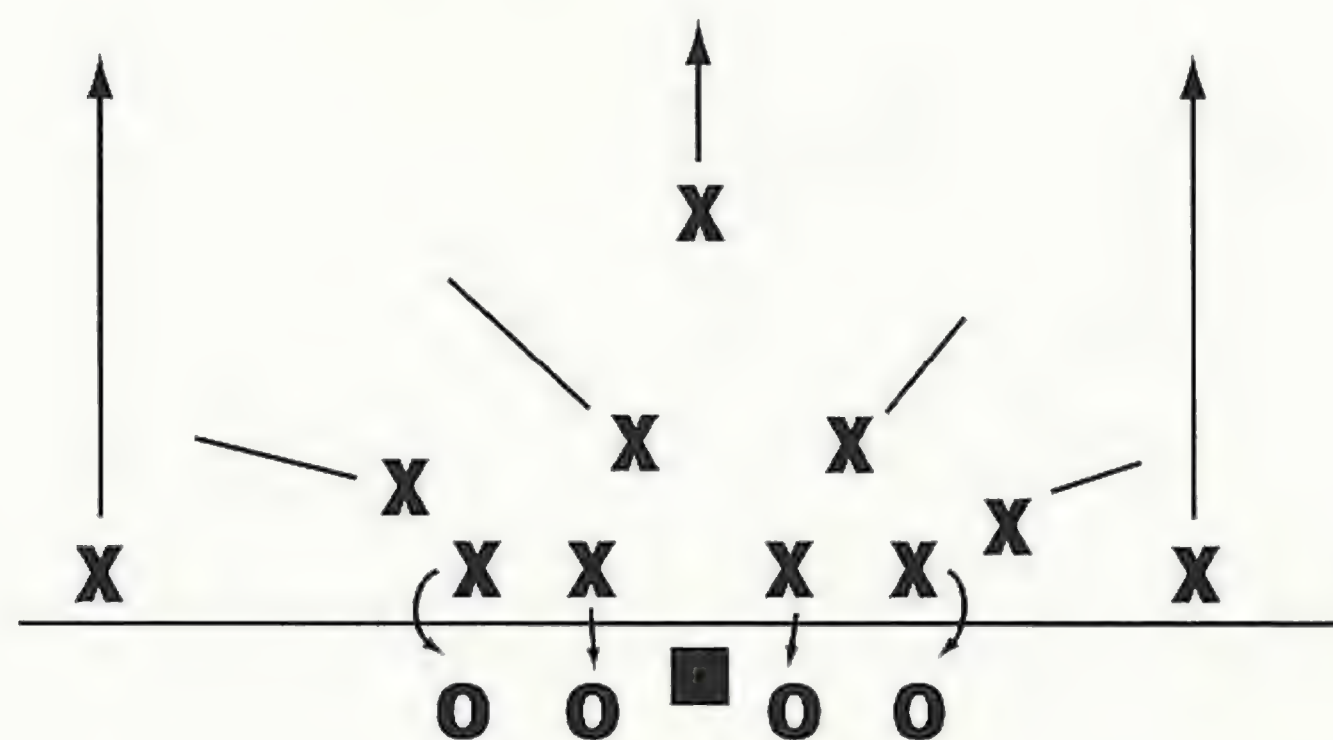
3-4 COVER 2

➤ 3-4 Cover 2

In a zone, this defense can play a 2-deep, 5-short if there is a blitz, or a 3-deep, 5-short if there is no blitz. This defense can double cover one or two receivers (depending on the rush) in a man-to-man.


The 3-deep, 5-short zone comes in two varieties: the deep left and the deep right. In the deep left, the left cornerback drops deep, and the right drops short. The deep right reverses the cornerback drops. If you want to throw a short out against this defense, throw it to the side where the linebacker has to cover the receiver. If you throw the pattern when the cornerback is short, the defender will be right there.

4-6 COVER 1



4-6 COVER 1

➤ 4-6 Cover 1



The 4-6 defense only plays Cover 1. In a zone, they'll play a 3-deep, 4-short. In man-to-man defense, they can double one or zero receivers depending on the rush. Watch out for the Monster Blitz where they send six men after the quarterback. The Monster Blitz brings heavy pressure on the QB, but it does leave receivers in a man-to-man with no safety.

It is possible to recognize each defense from the line of scrimmage—though it will be harder at some times than others. The trick is to recognize in the real world what is set down here on paper. You should also be able to read if a blitz is coming, but sometimes linebackers fake blitzes and drop into coverage.

Remember: Keep your head and call your audibles wisely.

Run Strategy

Certain defenses are much more vulnerable to the run than others. When you see one of these defenses, that could be the time to sneak in a run—even if it seems like a passing down. For example, the 4-6 defense is tough against a short run, but can be vulnerable to a long gain if your back breaks through the line. When you see that defense, you might want to try a run—especially if it's early in the game.

It's probably a good idea to have at least one running play in your audibles, just in case a situation like this occurs. The more you keep your offense varied, the more the defense is off guard. Whenever the defense sees a pattern, they are able to better react to it the next time. Don't ignore your running game.

Special Teams

Play *Quarterback Attack* the same way you'd play a real football game. Don't go for it on fourth down deep in your own territory. Punt out of there...unless you're desperate.

Coach Ditka won't let you do anything too stupid, like kick a field goal from your own 20 yard line. So just play it smart.

LEVELS OF THE GAME

There are six skill levels in *Quarterback Attack*:

JUNIOR

JUNIOR VARSITY

VARSITY

COLLEGE

SEMI-PRO

PRO

In the lowest levels, there is no pass targeting. You only have to time your pass correctly. There are also no blitzes and no double coverage. All of these factors are incorporated into the higher levels. In general, the defense will be more tenacious and skillful at higher levels.

The quarterback rating system is scaled to the skill level, so success at a lower level will not bring as high a rating as success at higher levels.

You probably will not be able to succeed at the higher levels without using some of the strategy tips in this manual.

CREDITS

A DIGITAL PICTURES PRODUCTION

Executive Producers	Tom Zito Gordon Wolf
Original Concept	Joe Vierra
Interactive Design	Joe Vierra Amir H. Raubvogel Joshua Solomon
Computer Graphics	Joshua Solomon Cuyler Gee
Music	Peter Bernstein
Editing	Kate McGowan
Production Design	Nick Goodman
Director of Photography	Patrick Higgins
Screenplay	Jeffrey Stepakoff Greg Kennerson
Computer Programming	Scott Nelson Doug Wedel Ken Soohoo
Produced by	Joe Vierra Michael Klick
Directed by	Ron Stein
Associate Producer	Bart Cheever
Product Marketing Manager	Simone Seydoux
Package	The Design Office of Wong & Yeo
Manual	Damore Johann Design

CAST

Coach	Mike Ditka
Pete Nebbit	Keith Neubert
Darrel Coker	Casey Lee
Vetterman	Peter Kent
Looney Horton	Geoff Meed
The Safe	Mike "Bear" Taliferro
Referee	Don Familton
Cheerleader	Athena Massey
TV Cameraman	Bob Apisa
Mascot	Keith Rooks
Staff Driver	Eddy Donno
Well Dressed Man	Bobby Bass
Newsman #1	Manny Perry
Newsman #2	Kenny Endoso
Newsman #3	Chuck Picerni, Jr.

OFFENSIVE TEAM (CARDINAL)

Tight End, #87	Edward R. "Pancho" Martin
Left Guard, #62	Lee Weaver
Right Guard, #67	Willie Green
Left Tackle, #73	Michael Sherrod
Center, #54	Marshall Hodges
Wide Receiver, #84	Brian Stewart
Quarterback, #14	Mike Fisher
Back, #33	Lonnie Johnson
Back, #28	Marcus Greenwood
Split, #82	Ken Shelton
Split, #82	Charlie Williams
Additional Player	Saadite Green
Running Back/Kick Returner	Gus Envela
Kicker	Paul Assad



DEFENSIVE TEAM (GOLD)

Left Tackle, #92	Lydell Cheshier
Right Tackle, #93	Governor
Right End, #97	Joe Nelson
Middle Linebacker, #55	Lee Miller
Right Linebacker, #52	Mike Miller
Left Linebacker, #58	Garret Greedy
Right Cornerback, #43	Ron Foster
Left Cornerback, #45	Rod Phillips
Strong Safety, #49	Martin French
Free Safety, #30	Rich Willis

Stunt Coordinator	Steve "Buck" Buckingham
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Stunt Players	Ben Bray
	Bryan Galbreath
	Jeffrey McKinnie
	Tim Miller
	Steve Neubert
	Michael Papajohn
	Craig Pylant

Football Consultants	Jeff Lamson
	William Norton



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